

Luis de-Marcos

List of Publications by Year in descending order

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71
papers

2,443
citations

623188

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377514

34
g-index

73
all docs

73
docs citations

73
times ranked

2017
citing authors

#	ARTICLE	IF	CITATIONS
1	Applying usability recommendations when developing mobile instant messaging applications. IET Software, 2022, 16, 73-93.	1.5	1
2	C-Lock: Local Network Resilient Port Knocking System Based on TOTP. Wireless Communications and Mobile Computing, 2022, 2022, 1-9.	0.8	0
3	Malware Detection Inside App Stores Based on Lifespan Measurements. IEEE Access, 2021, 9, 119967-119976.	2.6	5
4	An Experiment to Discover Usability Guidelines for Designing Mobile Tourist Apps. Wireless Communications and Mobile Computing, 2021, 2021, 1-12.	0.8	4
5	Interconnection Between Darknets. IEEE Internet Computing, 2021, 25, 61-70.	3.2	8
6	Comparing Machine Learning Classifiers for Continuous Authentication on Mobile Devices by Keystroke Dynamics. Electronics (Switzerland), 2021, 10, 1622.	1.8	7
7	Access Control beyond Authentication. Security and Communication Networks, 2021, 2021, 1-11.	1.0	2
8	Improving Accessibility in Online Education: Comparative Analysis of Attitudes of Blind and Deaf Students Toward an Adapted Learning Platform. IEEE Access, 2021, 9, 99968-99982.	2.6	10
9	Accessibility in video games: a systematic review. Universal Access in the Information Society, 2020, 19, 169-193.	2.1	29
10	Measuring the effects on learning performance and engagement with a gamified social platform in an MSc program. Computer Applications in Engineering Education, 2020, 28, 207-223.	2.2	20
11	Gamifying Massive Online Courses: Effects on the Social Networks and Course Completion Rates. Applied Sciences (Switzerland), 2020, 10, 7065.	1.3	10
12	Academic influence and invisible colleges through editorial board interlocking in communication sciences: a social network analysis of leading journals. Scientometrics, 2020, 123, 791-811.	1.6	19
13	Effects of Competitive and Cooperative Classroom Response Systems on Quiz Performance and Programming Skills in a Video Game Programming Course. , 2020, , .		4
14	A Framework for BYOD Continuous Authentication: Case Study with Soft-Keyboard Metrics for Healthcare Environment. Communications in Computer and Information Science, 2020, , 347-358.	0.4	0
15	Effects of New Supportive Technologies for Blind and Deaf Engineering Students in Online Learning. IEEE Transactions on Education, 2019, 62, 270-277.	2.0	33
16	Distributed correlation-based feature selection in spark. Information Sciences, 2019, 496, 287-299.	4.0	33
17	Distributed ReliefF-based feature selection in Spark. Knowledge and Information Systems, 2018, 57, 1-20.	2.1	59
18	Identifying Usability Issues in Instant Messaging Apps on iOS and Android Platforms. Mobile Information Systems, 2018, 2018, 1-19.	0.4	10

#	ARTICLE	IF	CITATIONS
19	Validation of navigation guidelines for improving usability in the mobile web. Computer Standards and Interfaces, 2017, 52, 51-62.	3.8	17
20	Dataset on the learning performance of ECDL digital skills of undergraduate students for comparing educational gaming, gamification and social networking. Data in Brief, 2017, 11, 155-158.	0.5	5
21	A Systematic Evaluation of Mobile Applications for Instant Messaging on iOS Devices. Mobile Information Systems, 2017, 2017, 1-17.	0.4	9
22	A NEW COMPETENCE-BASED APPROACH FOR PERSONALIZING MOOCS IN A MOBILE COLLABORATIVE AND NETWORKED ENVIRONMENT. RIED: Revista Iberoamericana De Educaci3n A Distancia, 2016, 19, .	0.8	19
23	Social network analysis of a gamified e-learning course: Small-world phenomenon and network metrics as predictors of academic performance. Computers in Human Behavior, 2016, 60, 312-321.	5.1	74
24	On the effectiveness of game-like and social approaches in learning: Comparing educational gaming, gamification & social networking. Computers and Education, 2016, 95, 99-113.	5.1	192
25	MOBILE DEVICES AS A CLASSROOM RESPONSE SYSTEM: AN IMPROVEMENT OF CLICKER DEVICES. , 2016, , .		0
26	Clicker system improvement with a web technology system. Medical Education, 2015, 49, 1161-1162.	1.1	2
27	An experiment with content distribution methods in touchscreen mobile devices. Applied Ergonomics, 2015, 50, 79-86.	1.7	14
28	Comparing Zooming Methods in Mobile Devices: Effectiveness, Efficiency, and User Satisfaction in Touch and Nontouch Smartphones. International Journal of Human-Computer Interaction, 2015, 31, 777-789.	3.3	10
29	An empirical study on m-learning adaptation: Learning performance and learning contexts. Computers and Education, 2015, 82, 450-459.	5.1	59
30	An empirical study comparing gamification and social networking on e-learning. Computers and Education, 2014, 75, 82-91.	5.1	411
31	Analysis of customer satisfaction using surveys with open questions. DYNA (Colombia), 2014, 81, 92-99.	0.2	0
32	Gamifying learning experiences: Practical implications and outcomes. Computers and Education, 2013, 63, 380-392.	5.1	1,160
33	Collaborative Network Development for an Embedded Framework. Advances in Intelligent Systems and Computing, 2013, , 443-453.	0.5	0
34	Development of an Application for Mobile Devices to Record Learner Interactions with Web-Based Learning Objects. , 2012, , .		0
35	A Critical Analysis of EU-Funded eParticipation. , 2012, , 241-262.		13
36	A System for Adaptation of Educational Contents to Learners and their Mobile Device. , 2011, , .		6

#	ARTICLE	IF	CITATIONS
37	Using M-Learning on Nursing Courses to Improve Learning. CIN - Computers Informatics Nursing, 2011, 29, 311-317.	0.3	26
38	Assessment design: A step towards interoperability. Computer Applications in Engineering Education, 2011, 19, 770-776.	2.2	5
39	Comparing the performance of evolutionary algorithms for permutation constraint satisfaction. , 2011, , .		2
40	A system for usable unification of interfaces of learning objects in m-learning. , 2011, , .		0
41	Adaptation of educational contents to mobile devices. , 2011, , .		0
42	An Evolutive Process to Convert Glossaries into Ontologies. Information Technology and Libraries, 2010, 29, 195.	0.5	12
43	An adaptation of the parliamentary metaheuristic for permutation constraint satisfaction. , 2010, , .		2
44	Modeling with Plato. , 2010, , .		0
45	Lecturing about the phenomenology of databases. , 2010, , .		0
46	A mobile learning tool to deliver online questionnaires. , 2010, , .		2
47	An experiment for improving students performance in secondary and tertiary education by means of m-learning auto-assessment. Computers and Education, 2010, 55, 1069-1079.	5.1	71
48	Tool for Generation IMS-QTI v2.1 Files with Java Server Faces. , 2010, , .		0
49	A Proposal to Improve the Simple Query Interface (SQI) of Learning Objects Repositories. , 2010, , .		0
50	Turisbook: Social Network of Tourism with Geographical Information. Communications in Computer and Information Science, 2010, , 172-179.	0.4	1
51	LONS: Learning Object Negotiation System. Communications in Computer and Information Science, 2010, , 41-50.	0.4	0
52	A new sequencing method in Web-based education. , 2009, , .		12
53	Automatic E-learning contents composition by using gap analysis techniques. , 2009, , .		1
54	The two states of the mind to teach UML. , 2009, , .		0

#	ARTICLE	IF	CITATIONS
55	Evaluating Simple Query Interface Compliance in Public Repositories. , 2009, , .		7
56	SISCOVET: Control System of Transport Vehicle Drivers Using GPS Location and Identification through the Electronic ID Card. Lecture Notes in Computer Science, 2009, , 166-175.	1.0	0
57	Competency-Based Intelligent Curriculum Sequencing Using Particle Swarms. , 2008, , .		3
58	Competency-Based Intelligent Curriculum Sequencing: Comparing Two Evolutionary Approaches. , 2008, , .		7
59	An interoperable assessment language proposal. , 2008, , .		0
60	Evolutionary approaches for curriculum sequencing. , 2008, , .		0
61	A multidisciplinary computer science master program. SIGCSE Bulletin, 2008, 40, 358-358.	0.1	0
62	An evolutionary approach for competency-based curriculum sequencing. , 2008, , .		1
63	A multidisciplinary computer science master program. , 2008, , .		0
64	Evolutionary approaches for curriculum sequencing. SIGCSE Bulletin, 2008, 40, 373-373.	0.1	0
65	An interoperable assessment language proposal. SIGCSE Bulletin, 2008, 40, 357-357.	0.1	0
66	An Evolutionary Approach for Domain Independent Learning Object Sequencing. Communications in Computer and Information Science, 2008, , 192-197.	0.4	1
67	Particle Swarms for Competency-Based Curriculum Sequencing. Lecture Notes in Computer Science, 2008, , 243-252.	1.0	1
68	Competency-Based Learning Object Sequencing Using Particle Swarms. , 2007, , .		42
69	Una revisi3n de: Darknets: Interconexiones y dark markets. Colecci3n Jornadas Y Congresos, 0, , .	0.0	0
70	Modeling with Plato: The Unified Modeling Language in a Cultural Context. SSRN Electronic Journal, 0, , .	0.4	0
71	Advanced Tool to Develop the Assessment Process in Collaborative e-Learning Environments. Communications in Computer and Information Science, 0, , 229-236.	0.4	0